

## ABSTRACT

A unique combination of hardware and software enhancement building on a generic single chip multi-display graphics subsystem. Multiple independent displays from one graphics controller can be driven in a wide variety of modes using multiple display controllers. Digital content creation, desktop publishing and web browsing amongst other applications require the user to view or edit display images (or data etc) of varying detail and formats (text or image for example). Often the user is more interested in viewing or editing specific areas of the display. As an example, a user editing a photograph using a photo-editing software might want to zoom into an area enough to edit individual pixels of the image. The user has no way of seeing how the edits on the zoomed area affect the entire image without having to toggle back and forth between the zoomed and un-zoomed image. Some software allows the possibility of showing the entire image in a little window in the corner. However, the small size of such window rarely makes up for the inconvenience.

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